

Creating Frames

Protoframes, the frames that appear in the Timeline when you first create a layer, are placeholders for the actual frames you create in your movie. Flash defines the first frame of each layer as a keyframe by default, and each movie must have at least one keyframe in it. To place content on later frames, you must add keyframes. Flash offers two commands for creating keyframes: **Insert Blank Keyframe** defines a keyframe that's totally empty, and **Insert Keyframe** defines a keyframe that duplicates the content of the previous keyframe in that layer. Use the **Insert Blank Keyframe** command when you want to change the contents of the Stage completely. Use **Insert Keyframe** when you want to duplicate the content of the previous keyframe—for example, when you will just change the content in a minor way.

✓ Tip

- The tasks below describe how to access frame-related commands from the main menu bar, but all the relevant commands for working with frames are available from the contextual frame menu. It's often more convenient to simply Ctrl-click (Mac) or right-click (Windows) in a frame in the Timeline to bring up the contextual frame menu, rather than making another trip up to the main menu bar.

To add a blank keyframe to the end of your movie:

1. Create a new Flash document (choose **File > New**).
The new document has one layer and one blank keyframe at Frame 1 by default.
2. In the Timeline, click the protoframe for Frame 10 to select it.